

## **ABSTRACT**

### **THE DEVELOPMENT OF INTERACTIVE EDUCATIONAL MEDIA BASIC CONCEPT OF CONVENTIONAL LATHE MACHINE BASED ON THE MACROMEDIA FLASH PROFESSIONAL 8 SOFTWARE IN SMK NEGERI 2 PENGASIH**

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The aim of this research is (1) to know the process and the result of the interactive educational media development of conventional lathe machine basic concept based on Macromedia Flash 8 Professional software, (2) to know the propriety of media.

The developing methods of this media consisted of six phases, i.e. concept, design, material collecting, assembly, testing, and distribution. Technique of data collecting in this research was using questionnaire. The responders were student of class X of Machinery Majors, SMK Negeri 2 Pengasih.

The process and result of making this media were: the process consisted of observation, requirements identification, making the goals, product design, expert validation, revision I, restricted test, revision II, wide test, revision III. The results were: educational media consisted of 7 main menus that are introduction, turning components, the way to turning, Technical Calculation, About Us, Exercise and Help. The media documented on CD with 230 MB capacity of file and covered by hard case with the name of media, users, contents, and the installation guide. The results of propriety testing were: educational aspect gets 3261 score with 3.43 of average; appearance aspect get 2331 with 3.38 of average; visual communication and programming aspect get 761 with 3.59 of average; motivation aspect get 384 with 3.62 of average. Generally the propriety test results compare by ideal score is 86.46% belong to very fine category.

**Key words:** Media, flash, lathe machine, propriety